

APX publishes programs in
these categories:

Systems/Telecommunications

Home Management

Personal Development

Entertainment

Learning

DOG DAZE DELUXE ENTERTAINMENT

Help Fido claim all the hydrants he can find
(ages 6 and up)

by Gray Chang

Cassette version (1) ATARI 410 or 1010 Program Recorder
(APX-10264) 16K RAM

Diskette version (1) ATARI 810 or 1050 Disk Drive
(APX-20264) 16K RAM

Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI[®]

H O M E C O M P U T E R S

APX

ATARI Program Exchange

DOG DAZE DELUXE

ENTERTAINMENT

Help Fido claim all the hydrants he can find
(ages 6 and up)

by Gray Chang

Cassette version (1) ATARI 410 or 1010 Program Recorder
(APX-10264) 16K RAM

Diskette version (1) ATARI 810 or 1050 Disk Drive
(APX-20264) 16K RAM

Edition A

DOG DAZE DELUXE

by

Gray Chang

Program and Manual Contents ©1983 Gray Chang

Copyright notice. Upon receipt of this computer program and the associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is protected by copyright. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)

800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

ATARI is a registered trademark of Atari, Inc. The following are trademarks of Atari, Inc: 400, 410, 800, 810, 820, 822, 825, 830, 850, 1200XL.

Limited Warranty on Media and Hardware Accessories. Atari, Inc. ("Atari") warrants to the original consumer purchaser that the media on which APX Computer Programs are recorded and any hardware accessories sold by APX shall be free from defects in material or workmanship for a period of thirty (30) days from the date of purchase. If you discover such a defect within the 30-day period, call APX for a return authorization number, and then return the product to APX along with proof of purchase date. We will repair or replace the product at our option. If you ship an APX product for in-warranty service, we suggest you package it securely with the problem indicated in writing and insure it for value, as Atari assumes no liability for loss or damage incurred during shipment.

This warranty shall not apply if the APX product has been damaged by accident, unreasonable use, use with any non-ATARI products, unauthorized service, or by other causes unrelated to defective materials or workmanship.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty (30) days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

The provisions of the foregoing warranty are valid in the U.S. only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Disclaimer of Warranty on APX Computer Programs. Most APX Computer Programs have been written by people not employed by Atari. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. In order to economically offer these programs to the widest number of people, APX Computer Programs are not rigorously tested by Atari and are sold on an "as is" basis without warranty of any kind. Any statements concerning the capabilities or utility of APX Computer Programs are not to be construed as express or implied warranties.

Atari shall have no liability or responsibility to the original consumer purchaser or any other person or entity with respect to any claim, loss, liability, or damage caused or alleged to be caused directly or indirectly by APX Computer Programs. This disclaimer includes, but is not limited to, any interruption of services, loss of business or anticipatory profits, and/or incidental or consequential damages resulting from the purchase, use, or operation of APX Computer Programs.

Some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions concerning APX Computer Programs may not apply to you.

Introduction

OVERVIEW

DOG DAZE DELUXE is a fast-paced action game of skill, strategy, and luck. You use a joystick to control one of the two dogs on the screen.(You can play against another person or the computer.) Each time a fire hydrant pops up anywhere on the street scene, you scramble to claim it by running up to it first.

But be careful! If you bump into your opponent's fireplug, you stick like glue for two seconds. And while you're stuck he's busy collecting all the other fireplugs.

From time to time, a reckless driver careens onto the scene. You have to move quickly to get out of the way. If he hits one of the dogs, the game's over -- whatever the score.

Sometimes you can claim a hydrant before your opponent by throwing your bone at it. A flying bone moves faster than you or your opponent.

The game has a handicap that you can use if the two players aren't evenly matched. For example, if you're playing against a small child, you can give him or her an advantage. You can even use the handicap to make it easier (or harder) for yourself when you're playing against the computer!

REQUIRED ACCESSORIES

One ATARI Joystick Controller per player

Cassette Version

16K RAM

ATARI 410 or 1010 Program Recorder

Diskette Version

16K RAM

ATARI 810 or 1050 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

P.O. Box 3295
Santa Cruz, CA 95060

Getting started

LOADING DOG DAZE DELUXE INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.
2. Plug your Joystick Controller into the first controller jack of your computer console. If you're going to play the two-player version, plug joysticks into the first two controller jacks.
3. If you have the cassette version of DOG DAZE DELUXE:
 - a. Have your computer turned OFF.
 - b. Turn on your TV set.
 - c. Insert the DOG DAZE DELUXE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
 - d. Turn on the computer while holding down the START key.
 - e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of DOG DAZE DELUXE:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the

disk drive door and insert the DOG DAZE DELUXE diskette with the label in the lower right-hand corner nearest you. Close the door.

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

The title, a copyright notice, and the game options as follows:

DOG DAZE DELUXE
by Gray Chang
(c) 1983 Gray T. Chang

DEMONSTRATION
ONE-PLAYER GAME
TWO-PLAYER GAME

Press SELECT to select game type
Press START to start game

Playing DOG DAZE DELUXE

SETTING GAME OPTIONS

Before you begin playing, you make some choices about setting up the game.

Press the SELECT key to choose the one-player game, two-player game, or a demonstration of how to play the game.

Use the handicap option if one player is more skilled than the other. Press the OPTION key and the playing screen appears. Then one player can place one to thirty hydrants on the screen by pressing his or her joystick button. The handicapped player runs more slowly and has to avoid these extra hydrants during the game.

During the game press the START key to end the game and return to the title screen. Then you can change the number of players or reset the handicap and start a new game.

PLAYING THE GAME

When you're ready to begin playing, press the START key.

Hold the joystick with the controller button in the upper left hand corner. Push the joystick toward the screen to make your dog run to the background or top of the screen. Pull the joystick toward you to move it to the the bottom of the screen or foreground.

As new hydrants appear you run to claim them. Unclaimed hydrants flash on and off, while claimed hydrants match the colors of their owners.

To claim a hydrant, run into it. You can run

through your own hydrants on the way, but if you touch one of your opponent's hydrants you can't move for two seconds.

Another way to claim a flashing hydrant is to throw your bone at it. Press the joystick button while you're running. The bone shoots in the direction you're running at a speed faster than you can run. This is a good tactic to use if you and your opponent are running toward the same hydrant. You can't throw your bone while you're standing still or running diagonally--a question mark appears over your dog's head if you try.

If your bone hits a flashing hydrant, you claim that hydrant and get your bone back automatically. If you miss, or hit any other hydrant, you must retrieve your bone before you can use it again. Sometimes you have to race out to the edge of the screen to get it. When you play against the computer, the computer's dog won't use its bone unless you use yours.

Every so often a reckless driver beeps his horn and drives through the playfield. He won't stay on the road, so you're not safe on the lawns. It's best to head for the right and then up or down, out of the car's path as it approaches. Don't get run over or you'll lose the game, no matter what the score is at the time.

SCORING AND WINNING

At the top of the screen is a scoreboard made of 16 hydrants. Each time you claim a new hydrant, half of one scoreboard hydrant changes to your color. You win the game when all 16 hydrants are your color. The handicap option has no effect on the beginning score.

GAME VARIATIONS

Either player can be handicapped. To make things easier, you can handicap the computer by

giving yourself several hydrants before the game starts. If you want to make the game more difficult, give the other player several extra hydrants, using the other joystick. If you have only one joystick, you can plug it temporarily into the other joystick port to set the handicap.

After setting the game type and handicap, press the START key to begin play. A crescent moon in the background shows that you're using the handicap option. The computer repeats that setup for every game that follows, unless you reset the handicap or change the game type.

When you're playing against the computer, you may take either side. As soon as you move your joystick, the computer takes control of the other dog.



ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

Dog Daze Deluxe (264)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]